

In the specification:

After paragraph [0017] insert the new paragraph follows.

[0017] FIG. 13 is a flow chart that depicts method steps that may be used by the apparatus of FIG. 2.

Amend paragraph [0018] to read as follows.

[0018] After the user has selected all the cards needed for his or her hand and the hand display area is filled with the selected cards (**FIG. 8**), the player is informed of the outcome of the game, such as via the display as shown in **FIG. 9**. In this regard, the selected items in the second display area may be grouped according to any winning combinations present within the selected items. As such, the second display area may provide a means for grouping the selected items according to any winning combination within the selected items. This information may be provided via the game display, and the actual payout may be dispensed by the payout-dispensing unit 30 shown in **FIG. 1** as described above.

Amend paragraph [0019] to read as follows.

[0019] Where more than one winning hand is present, the display 70 may display the highest relative value of the winning hand or all winning hand categories and payouts. In this regard, the display may provide the means for displaying a name (indicia) of only a relatively highest level winning combination. Alternatively, the CPU 42 may randomly select the winning hand to be displayed (i.e., not necessarily the highest value winning hand). Where the winning hand is selected randomly, the relative value of the hand may be provided (i.e., "THREE OF A KIND ARE PRESENT-THIS IS THE SECOND HIGHEST HAND POSSIBLE").

Amend paragraph [0043] to read as follows.

[0043] Where more than one winning hand is present, the display 70 may display the highest relative value, or name, of the winning hand or all winning hand categories and payouts. Alternatively, the CPU 42 may randomly select the winning hand to be displayed (i.e., not necessarily the highest value winning hand). Where the winning hand is selected randomly, the relative value of the hand (i.e., the winning criteria) may be provided (i.e., "THREE OF A KIND ARE PRESENT-THIS IS THE SECOND HIGHEST HAND POSSIBLE").

In the claims:

1. (Currently Amended) A method of playing a one player card game of chance having a plurality of predetermined winning combinations within a full deck of fifty-two cards, such method comprising the steps of:

randomly providing a plurality of ~~items~~ cards that until selected by the one player define a set of non-selected ~~items~~ cards, said plurality of cards being a subset of the full deck having less than fifty-two cards and where the subset has a minimum number of cards that is statistically certain to contain at least one winning combination of the plurality of winning combinations;

displaying indicia of a winning combination of ~~items~~ the plurality of predetermined winning combinations that is actually present within the plurality of ~~items~~ cards in advance of selection of any ~~item~~ card of the plurality of ~~items~~ cards by the one player; and

enabling the one player to select at least some of the plurality of ~~items~~ cards for inclusion in a set of selected ~~items~~ cards, wherein at least one other of the plurality of ~~items~~ cards remains within the set of non-selected ~~items~~ cards.

2. (Currently Amended) The method of playing a video game of chance as in claim 1 further comprising displaying the ~~items~~ cards within the selected and non-selected sets at an end of the game.

3. (Currently Amended) The method of playing a video game of chance as in claim 2 further comprising displaying the plurality of non-selected ~~items~~ cards in a first display area of the video game.

4. (Currently Amended) The method of playing a video game of chance as in claim 3 further comprising displaying the plurality of selected ~~items~~ cards in a second display area of the video game.

5. (Currently Amended) The method of playing a video game of chance as in claim 4 further comprising moving ~~items~~ cards from the first display area to the second display area as they are selected by the one player.

6. (Currently Amended) The method of playing a video game of chance as in claim 4 further comprising grouping the selected ~~items~~ cards in the second display area according

to any winning combinations present within the selected
| items cards.

| 67. (Currently Amended) The method of playing a video game
of chance as in claim 1 wherein the step of displaying the
| indicia of the ~~possible~~-winning combination further
comprises displaying identifiers of the winning combination
| of items cards.

8. (Currently Amended) The method of playing a video game
of chance as in claim 1 wherein the step of displaying the
| indicia of the ~~possible~~-winning combination further
comprises displaying a name of the winning combination of
| items cards.

9. (Currently Amended) The method of playing a video game
of chance as in claim 1 wherein the step of displaying the
| indicia of the ~~possible~~-winning combination further
comprises displaying a prize value of the winning
| combination of items cards.

10. (Currently Amended) The method of playing a video game
of chance as in claim 1 wherein the step of displaying the
| indicia of the ~~possible~~-winning combination further

comprises displaying indicia of all possible winning combinations of ~~items~~ cards.

11. (Currently Amended) The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the ~~possible~~-winning combination further comprises displaying names of all possible winning combinations of ~~items~~ cards.

12. (Currently Amended) The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying a name of only a relatively highest level winning combination of ~~items~~ cards.

13. (Currently Amended) The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises randomly selecting the winning combination from a plurality of winning combination within the selected ~~items~~ cards.

14. (Currently Amended) A video apparatus for playing a one player card game of chance having a plurality of

predetermined winning combinations within a full deck of fifty-two cards, such apparatus comprising:

means for randomly providing a plurality of ~~items~~ cards that until selected by the one player define a set of non-selected ~~items~~ cards, said plurality of cards being a subset of the full deck having less than fifty-two cards and where the subset has a minimum number of cards that is statistically certain to contain at least one winning combination of the plurality of winning combinations;

means for displaying indicia of a winning combination of ~~items~~ the plurality of predetermined winning combinations that is actually present within the plurality of ~~items~~ cards in advance of selection of any ~~item~~ card of the plurality of ~~items~~ cards by the one player; and

means for enabling the one player to select at least some of the plurality of ~~items~~ cards for inclusion in a set of selected ~~items~~ cards, wherein at least one other of the plurality of ~~items~~ cards remains within the set of non-selected ~~items~~ cards.

15. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 further comprising means for displaying the ~~items~~ cards within the selected and non-selected sets at an end of the game.

16. (Currently Amended) The apparatus for playing a video game of chance as in claim 15 further comprising means for displaying the plurality of non-selected ~~items~~ cards in a first display area of the video game.

17. (Currently Amended) The apparatus for playing a video game of chance as in claim 16 further comprising means for displaying the plurality of selected ~~items~~ cards in a second display area of the video game.

18. (Currently Amended) The apparatus for playing a video game of chance as in claim 17 further comprising means for moving ~~items~~ cards from the first display area to the second display area as they are selected by the one player.

19. (Currently Amended) The apparatus for playing a video game of chance as in claim 17 further comprising means for grouping the selected ~~items~~ cards in the second display area according to any winning combinations present within the selected ~~items~~ cards.

20. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for

displaying the indicia of the ~~possible~~-winning combination further comprises means for displaying identifiers of the winning combination of ~~items~~ cards.

21. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the ~~possible~~-winning combination further comprises means for displaying a name of the winning combination of ~~items~~ cards!

22. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the ~~possible~~-winning combination further comprises means for displaying a prize value of the winning combination of ~~items~~ cards.

23. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the ~~possible~~-winning combination further comprises means for displaying indicia of all possible winning combinations of ~~items~~ cards.

24. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for

displaying the indicia of the ~~possible~~-winning combination further comprises means for displaying names of all possible winning combinations of ~~items~~ cards.

25. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the ~~possible~~-winning combination further comprises means for displaying a name of only a relatively highest level winning combination of ~~items~~ cards.

26. (Currently Amended) The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the ~~possible~~-winning combination further comprises means for randomly selecting the winning combination from a plurality of winning combination within the selected ~~items~~ cards.

27. (Currently Amended) A video apparatus for playing a one player card game of chance having a plurality of predetermined winning combinations within a full deck of cards, such apparatus comprising:

a first display area adapted to provide a plurality of ~~items~~ cards that until selected by the one player define a

set of non-selected items, said plurality of cards being a subset of the full deck having less than fifty-two cards and where the subset has a minimum number of cards that is statistically certain to contain at least one winning combination of the plurality of winning combinations;

a second display area adapted to display indicia of a winning combination of ~~items~~ cards actually present within the plurality of ~~items~~ cards in advance of selection of any ~~item~~ card of the plurality of ~~items~~ cards by the one player; and

a user interface adapted to enable the one player to select at least some of the plurality of ~~items~~ cards for inclusion in a set of selected ~~items~~ cards, wherein at least one other of the plurality of ~~items~~ cards remains within the set of non-selected ~~items~~ cards.

28. (Currently Amended) The apparatus for playing a video game of chance as in claim 27 further comprising a central processing unit adapted to display the ~~items~~ cards within the selected and non-selected sets at an end of the game.

29. (Currently Amended) The apparatus for playing a video game of chance as in claim 27 further comprising a third

display area adapted to display the plurality of selected
| items cards.

30. (Currently Amended) The apparatus for playing a video
| game of chance as in claim ~~14~~ 27 wherein the second display
area further comprises a winning criteria adapted to
identify winning combination within the plurality of non-
| selected items cards.

31. (New) The method of playing a video game of chance as
in claim 1 further comprising defining the subset as being
thirteen cards for poker.

32. (New) The method of playing a video game of chance as
in claim 14 further comprising defining the subset as being
thirteen cards for poker.

33. (New) The method of playing a video game of chance as
in claim 27 further comprising defining the subset as being
thirteen cards for poker.